

# Fallout 3

## THE PITT WALKTHROUGH (PDF)

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## Walkthrough

After installing the DLC, wait for a few seconds or minutes and the game will inform you about a strange transmission. A new location to the far north will be marked in your map so head there to see what is the signal all about.

### Into the Pitt

#### ◆ Find the source of the transmissions

Once you get near the marker, you should find the tower where the signal is coming from. As you get near, you'll find an NPC being attacked by Pitt Raiders. Help him kill the raiders and he'll talk to you. To continue this quest, you'll need to agree to help him and his comrades in the industrialized city known as the Pitt. To enter it, you'll need to get a slave outfit which you'll use as a disguise to enter the town.

#### ◆ Obtain a slave outfit.

#### ◆ Return to Wernher.

The train tunnel that leads to the Pitt will be marked in your map. Fortunately, there is also a slaver outpost here with some captured slaves inside the pen. They won't be hostile by default. If you killed all slavers in Paradise Falls and you talk to them, they'll recognize you immediately and will attack you on sight. After killing the slavers, unlock the pen and one of the soldiers will thank you. You can get his slave outfit or simply loot it from the dead slave on the mattress. As you make your way back to Wernher, he may meet you along the way. He'll advise you to stock up with necessities since you won't be able to leave the Pitt without finishing your business there. I suggest dumping all the extra weapons and if possible your armor and helmet as well. You'll need as much free space as possible since there are quite a handful of freebies you can get from the Pitt. Once ready, head back to the tunnel, enter it and talk to Wernher. Your followers will be left behind and will return to their respective locations.

#### ◆ Travel to the Pitt

Upon arriving to the Pitt's Trainyard, Wernher will be engaged in a firefight after a short talk with a raider. Help him if you want. After the area is cleared, follow Wernher as he unlocks the gate. He'll also ask you what concealed weapon would you like to carry (knife or pistol). Don't change to your slave outfit disguise first since you'll still need to cross a mine-laden bridge with some wildmen and animals. Cross the bridge and as soon as you encounter some slaves running to your direction, change to your slave outfit and the raiders will let you in. Your original gear will be confiscated and will be kept for safekeeping. The only stuff that'll be left is your outfit, your concealed weapon and your character's stats, skills and perks. Quest complete.

## Unsafe Working Conditions

- ◆ **Make contact with Midea**
- ◆ **Meet Midea in private**

Midea is standing in the alley across the entrance. Talk to her and she'll ask you to follow her to her quarters. Do so and she'll speak with you once you're inside. To convince the raiders that you're a slave, she'll send you to collect 10 steel ingots from the steelyard. To reach the steelyard, leave her room and return to the main area then take the street to the right. You should find the entrance leading to the Mill. Once inside the Mill, continue ahead, past the radioactive "hole". You should find the marker that leads to the Steelyard.

- ◆ **Collect 10 ingots from the Steelyard**
- ◆ **(Optional) Get a weapon from Marco**

You may talk to Marco first inside the machine room to the west side of the mill to get an Auto-axe. If you don't want to, you can head to the Steelyard and scavenge the weapons there. On your way to the Steelyard, talk to Everett and he'll lead you to the Steelyard. As you go through the Abandoned Area, don't kill the lone Trog there since he'll be your ticket in getting the 3 hidden ingots in this area.

There are 100 ingots that can be found which will unlock an achievement if you collected them all. Also, for every 10 ingot you trade with Everett, you'll get an armor or unique weapon. Remember that most of the unique weapons in the Pitt can only be acquired through Everett. There are 79 ingots in the Steelyard itself, 18 inside the Supply Plant and 3 in the Abandoned Area. Follow the general directions below to find all ingots per location.

### Steelyard

1. From the entrance, near the dead slave (2/79)
2. Continue forward to find a wooden ramp leading to the top of the truck. Once on the roof of the truck, jump on the large dumpster to grab two ingots (4/79) on the first dumpster then another two (6/79) in the next dumpster.
3. Jump on the third dumpster and look below to find three more ingots (9/79) inside the small dumpster, with a dead slave.
4. Go upstairs, then go to the right to find two ingots (11/79) in a small "alley" with broken barrels.
5. Return to the stairs and enter the room to find two more ingots (13/79) on the shelf with first aid kits.
6. Exit the room and walk on the edge going north so you can jump over the traincars. There are two ingots (15/79) on the roof of one of the traincars there.
7. From the traincar, look for the only large dumpster to the east and grab three more ingots on top of it (18/79)
8. Jump from the dumpster and continue north to reach the end of the collapsed tunnel. Beside a dead slave and a flesh pile, grab two more ingots (20/79)
9. Go back to the stairs, open the gates and turn back (going east). Follow the narrow path along the fence to reach the radioactive dump. There are three ingots there (23/79).
10. Continue south and look for the body of a raider and some ammo boxes at the end of the ramp. There should be 3 ingots there. (26/79)
11. Follow the ramp up to the west and look for a gate, right before you reach the large dumpster. You

should find two ingots (28/79) behind the metal tower, along with two first aid kits.

12. Use the stairs nearby and once on the roof, jump on the large dumpster to grab two more ingots (30/79)
13. From the dumpster, jump over the fence and continue west to find a dead slave beneath the pipes. With him there are two ingots. (32/79) Backtrack a bit then jump on the pipe and use the ramp to cross over the fence again.
14. Continue north first (ignore the stairs to the SW) and look for a pile of tires under the stairs. Behind it are two ingots (34/79)
15. Climb up the stairs and look for a catwalk made from the broken part of the tower. There should be two ingots by the wooden plank (36/79)
16. While on the roof, head to the NW part and look for a wooden platform where two more ingots are sitting. (38/79)
17. Jump down and find two more ingots on the large shelf to the right. (40/79)
18. Head to the northwest corner, to find a group of targs attacking a wildman. Kill them all then search the cart to find an ammo box, first aid kit and four ingots (44/79)
19. From there, go around the building and follow the fence. It will lead you to a dead slave with some shotgun shells, a combat shotgun and two ingots (46/79)
20. Backtrack to the main area where you opened the large gate and head to the SW corner to find the stairs leading up to the building. On your way, you should find the body of an NPC named Wild Bill. Beside him are two ingots (48/79) You can also get his unique weapon by checking his body.
21. Continue upstairs until you reach the second level. There is a wildman outpost here. Kill them and grab the two ingots at the base of the ref. (50/79)
22. Continue along the catwalk across the shack until you get past a large pipe overhead. Jump on the second pipe and follow it to reach two more ingots (52/79) in the middle of some bloody remains.
23. Head back to the catwalk, follow it to reach the main building's roof. Head south then west, right before the stairs leading to the giant furnace. Check out the corner to find two first aid kits and four more ingots (56/79)
24. Head to the southernmost part of the roof, past the furnace. Once you reach the fence, follow it until you reach the end and "hug" the edges so you can get behind the fence. Now look down, and slowly use the pipe as your leverage to aid your fall. Upon landing, find the nearest pipe going east, jump on it and walk a bit. Use it to jump on the seemingly inaccessible platform to the right (southward). Continue east to reach the dead end and to find the body of the slave with four more ingots (60/79)
25. Now jump down and make your way back to the furnace. Climb the highest part of the furnace to find a staggering twelve ingots (72/79) with two first aid kits.
26. Now make your way to the large ramp and jump on it. Follow it to find the last seven ingots in this area. (79/79) Jump down to the ground and head to the Supply Point entrance.

### Supply Plant

1. Follow the main hallway to find 3 ingots along the way (3/18)
2. Follow the path until you reach the main area with tracks. When the path divides into two, follow the carts to reach a dead end with some targ and wildman bodies, including a variety of weapons and of course, eight ingots (11/18)
3. Backtrack and take the entrance to the left, past the protectron pod and terminal. Lockpick the first door there and loot six ingots inside (17/18)
4. Exit the room and follow the hallways to reach the upper level. The ingot is found on top of a cabinet (18/18). The unique steel saw called the "Man Opener" can be found here as well.

Grab all the important loot then follow the hallway until you reach the blast door. Activate the switch to open it. Exit the supply plant then return to the abandoned area.

## Abandoned Area

Make your way to the door leading to the Mill but don't enter it yet. Look for a hole in the fence and examine the carts there to get the last 3 ingots. (3/3)

Refer to the list below to know what items will you get per 10 steel ingot you deliver to Everett.

10	Laborer Outfit	(unique Slave Outfit)
20	Filtration Helmet	(unique Helmet)
30	Steel Knuckles	(unique Brass Knuckles)
40	Metal Master Armor	(unique Metal Armor)
50	Metal Blaster	(unique Laser Rifle)
60	Bombshell Armor	(unique Raider Armor)
70	Leather Rebel	(unique Leather Armor)
80	The Mauler	(unique Auto Axe)
90	Perforator	(unique Infiltrator)
100	Tribal Power Armor	(similar to Ashur's Power Armor)

### ◆ Return to Midea

After trading with Everett, exit the mill and return to Midea. If you can't bring all your items, leave them there for the meantime so you can return for it later on. After talking to Midea, your next course of action is to fight in the arena. Exit her room first and go to the courtyard to listen to Ashur's speech.

### ◆ Listen to Ashur's speech in the courtyard

### ◆ Sign up for the arena

After listening to Ashur's not-so-enthralling speech, Midea will endorse you to Ashur. Head to the Mill and just before you reach the door leading to the Steelyard, you should find the radiated hole itself and the entrance to the arena next to it. If you've been busy collecting the ingots and managed to get the best gear and weapon in town, then you shouldn't worry about the next battles. Otherwise, you may need to rely on whatever gear or weapon you have. Enter the arena and talk to the woman named Faydra.

### ◆ Prepare for the arena fight

### ◆ Enter the Hole

### ◆ Defeat your opponent

### ◆ Exit the Hole

There will be three separate battles here. As soon as the battle starts, the whole place will be irradiated so you'll need to move quickly in eliminating your opponents. The first two battles can be easily won by headshots. The third battle is an average fight since the enemy is more resilient compared to the first two groups and is fully armored. Just use your normal attacks, loot the Infiltrator from his body (silenced assault rifle) and exit the hole. You'll also get the perk "Pitt Fighter" after winning the third round. Once you've returned to Faydra, she congratulates you and you'll earn your freedom. Quest completes.

## Free Labor

### ◆ Go through uptown and enter Haven

### ◆ Retrieve your gear

As a reward, you'll get your original gear by opening the footlocker provided. You can also dump here all the least priority items that has weight for the meantime. Grab some of the dropped items in Everett's office and drop them here as well. Reassign your hotkeys, exit the arena and follow the marker. This should lead you to the other exit of the mill. Once outside, use the makeshift catwalks to reach the top floor of the building and to the wide courtyard.

- ◆ **Meet Ashur in Haven**
- ◆ **Find the Cure inside Ashur's palace**

Upon reaching Ashur's palace, enter the building, then continue upstairs and use the elevator to reach the highest floor. Once there, wait for him to finish his conversation with Krenshaw and then he'll speak to you. After the conversation, Ashur will leave. Check out the clinic to the right of his desk to find the baby (the cure) and her mother Sandra. You'll have two options from here on: Take the baby with you or leave the building without taking the baby. Remember that any of those options will have a dire consequence in the quest. However, the rewards in the end will still be the same.

### **Kidnapping the baby:**

- ◆ **Bring the baby to Midea**

No matter how discreetly you took the baby, Sandra will always notice. Since she'll make some noise and call the attention of the guards, you will be forced to kill her. Leave the building to find an ongoing riot between the raiders and slaves. All raiders will now be hostile towards you so don't hesitate to kill them. Once you found Midea, she'll refer you to Wernher.

- ◆ **Find Wernher and give him the baby**

Make your way to the Steelyard and go to the upper level where the wildman outpost is located. There should be a door beside it that leads to Wernher's hideout. After handing the kid to him, you'll need to venture to the power plant and disable the lights in Uptown. You'll also receive the key. Exit the hideout and head north of the trainyard. Look for a small pipe opening near the collapsed tunnel.

- ◆ **Shut off Uptown's lights**
- ◆ **Escape to Market Square**

This area is pretty straightforward and of course, infested with Troggs. Fight your way until you reach the control panel in the last area and examine it. Once done, continue along the corridor and you'll end up in the Market Square. Once there, Ashur will confront you but not long until he gets torn apart by trogs. Examine his body and get his key and power armor. Fight your way back to Downtown. The easiest path will be crossing the other building adjacent to the main one where the door leading back to the Downtown can now be accessed. Back in Downtown, there might be a few raiders remaining. Clear them out from your current position before talking to Wernher. Once all raiders are defeated, Wernher will name you as the new king/queen of the city. Quest completed.

You'll also get the Booster Shot perk and access to the Mill's Ammo Press. The Ammo Press is pretty useful in converting your unused ammo into more rarer ones like the .44 magnum ammo or the .308 sniper rifle ammo. Just head to the Mill and look for the only terminal there. Near that terminal is the only press in good condition. Operating the terminal is pretty much self-explanatory.

### **Leaving without the baby:**

- ◆ **Find out Wernher's location from Midea**
- ◆ **Stop Wernher**
- ◆ **Return to Ashur**

Upon exiting Haven, a riot will be ongoing but this time, the slaves will be hostile towards you. This is the path evil characters take since killing each slave nets negative karma to the player. Make your way to Downtown and talk to Midea. After learning Wernher's location, head to the Steelyard and meet him in his hideout. You can make him flee by winning the speech challenge or simply kill him. Report back to Ashur. You'll also get the permission to use the ammo press for your convenience. Quest complete.

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